



THE EYE SHIELD

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CONTENTS

[Message From Me:](#) Featuring Knightmare QI.

[Remember This?:](#) Wolfenden.

[Adventure Time:](#) With Ricky Temple and Andy Marshall.

[Virtually Indistinguishable:](#) Knightmare and Virtually Impossible.

[Puzzle Page 1:](#) Hidden Knightmare Characters.

[Classic Quest:](#) Tony, Craig, Dean and Tony.

[Creature Feature:](#) Witches.

[For Dungeon and Dungeon Master:](#) Chapter Eight.

[Remember Him?:](#) Folly.

[Knightmare Locations:](#) Chiltern Open Air Museum.

[The Audio Play's the Thing:](#) The lowdown on the latest releases.

[When We Were Very Young:](#) With Gehn "Lex" Luthor.

[Kids' TV Shows I Grew Up With:](#) Dogtanian.

[Kids' TV Shows I Didn't Grow Up With:](#) With Ricky Temple.

[Puzzle Page 2:](#) Weird Instructions.

[Poetry Corner:](#) Sumayya.

[Puzzle Answers.](#)

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MESSAGE FROM ME

Greetings, fellow lovers of Nightmare, and welcome to the sixty-second issue of The Eye Shield. Can it really be possible that I've managed to gather together so many Nightmare goodies for you to enjoy within the space of two short months? Well, believe it or not, I have! My own personal efforts this time (in addition to all your regular favourites, of course) include: *Virtually Indistinguishable*, a long-overdue comparison of Nightmare and its short-lived successor; a full rundown of the latest three audio plays, along with a Fire & Ice update from Ricky Temple, in *The Audio Play's the Thing*; and a fascinating insight into the much-loved '80s classic Dogtanian and the Three Muskehounds in *Kids' TV Shows I Grew Up With*.

Speaking of Ricky Temple, my undying thanks go out to him once again for providing so much great stuff for this issue! Two more newly discovered gems of old are given the Ricky treatment in the latest instalment of *Kids' TV Shows I Didn't Grow Up With*, while Ricky joins forces with fellow Fire & Ice scribe Andy Marshall to bring us the first episode in a new season of *Adventure Time*. Finally, and perhaps most excitingly, Ricky presents the final chapter of the epic tale *For Dungeon and Dungeon Master*. Will Rio and Zyssa succeed in their mission, or even be able to leave Hubert Dracher's estate in one piece? You're about to find out, readers. If you (like me) are a fan of Rio and Zyssa's adventures and you are sad to see this story come to an end, don't worry - we are promised two more chronicles of their escapades running through the next eight issues of TES, so there's plenty more Ricky goodness to come!

You may be pleased to know (as I am) that we have also been promised three more instalments of *When We Were Very Young* by Gehr "Lex" Luthor. This always gets me feeling wonderfully nostalgic, and my sincere thanks go out to its author, who is always good enough to take a bit of time out from his quest for world domination to write about his favourite pre-school kids' shows. We all need to relax and unwind sometimes, after all!

Don't forget to download the fantastic Nightmare episode commentaries over at www.kmramdram.co.uk, featuring the melodious voices of the following Nightmare fans: Jake Collins, Rosey Collins, Andy Marshall,

Martin Odoni, Alastair Payne, Ricky Temple and Ross Thompson.

BREAKING NEWS: Thanks to Ross Thompson, Raven superfan and editor of The Raven's Eye fanzine, the Knightmare fan commentaries have sparked off a collection of Raven fan commentaries, a few of which feature Rosey and me! Check them out via the [Raven Forum](#)! (NB: You have to be a member to view the forum!)

Not only has Ross Thompson been hard at work on his own fanzine (visit www.freewebs.com/ravenseyemag to read The Raven's Eye) as well as recording numerous episode commentaries for both Knightmare and Raven, he has also sent me some of his thoughts about the previous issue of TES. Cheers, Ross - where do you find the time for everything?

Multiple Character Appearances – This certainly was random but interesting! I wonder how you get all the information so quickly! *Remember This?* – I agree how the Rift of Angar doesn't stand out much but still acts as a nifty little start to level two. *Adventure Time* – I will be looking forward to seeing how the guys continue with Series 2! *Creature Feature* – I agree with you completely, and this article strongly reminded me of a commentary in which you talked about hobgoblins. A wasted opportunity!

In answer to your question, Ross, I get all the information so quickly because I have an encyclopaedic knowledge of Knightmare which doubtless indicates that I am in serious need of psychiatric help. A lot of the things I've written for TES have indeed sneaked into my commentaries, and now I'm keen to slip some of the fascinating stuff that's occurred to me whilst commentating into future issues of TES! Thanks once more for being The Eye Shield's biggest fan!

KNIGHTMARE QI

Much to my delight, eight people have signed up for the next round of this ever popular competition. The entrants, questions and rules are detailed below, so let's delay no longer and get QI-ing!

The fearless ones: **Drassil, Martin "HStorm" Odoni, Joe Grocott-James, Gehn "Lex" Luthor, Ben "Pooka" Maydon, Liam Callaghan, Ross Thompson, Jim Waterman.**

1. After how many Knightmare episodes is Mark Knight credited as a character

other than Lord Fear?

2. During the course of series 7, how many people successfully complete the Trial by Spikes onscreen?

3. Which spell is missing from the following list? SIGHT, LOOK, VISOR...

4. Who is missing from the fourth episode of series 8, appearing in all other series 7 and 8 episodes?

5. What do these four characters have in common? CASPER, PIXEL, MOTLEY, SIDRISS. CLUE: It happened to Casper every time a dungeoneer met him.

6. Which magical entity have these people all been in control of, or at least used against their enemies before losing control of? HORDRISS, MOGDRED, MORGHANNA, LEO'S TEAM (TEAM 4 OF SERIES 3)...

7. What is the name of the town visited by dungeoneer Julie II (Team 6 of Series 7) as part of her level one experiences?

8. After how many Nightmare episodes is John Woodnutt credited as Mogdred?

9. Taking into account both visual and audio, what is the one difference between the opening title sequence for series 4, and the opening title sequence for series 5?

10. Who is the first dungeoneer to have the same Christian name as a previous dungeoneer?

And remember...

- There is a maximum score of four points for each question - one point for providing a correct answer and up to three bonus points for any Quite Interesting supplementary information you may be able to think of.
- Any question written in **red** will have a cliché - give this cliché as your answer and you will lose ten points. The full quota of three QI bonus points will only be available for cliché questions when the cliché is identified as part of the QI information.
- Time bonus points will be awarded to the first three entries I receive. The first entry will earn one time bonus point for every three points scored, i.e. a score of 15 would be increased by five points to 20. The second entry will earn one time bonus point for every five points scored, i.e. a score of 20 would be increased by four points to 24. The third entry will earn one time bonus point for every ten points scored, i.e. a score of 30 would be increased by three points to 33.
- There is a time limit of three weeks to get your answers in. Any questions that remain unanswered after three weeks will incur a penalty of five points each, therefore if you do not submit any answers at all by **Sunday March 21st 2010** then you will score -50.

NB: I will be reviewing these rules after this round - I am well aware that some tweaks may be necessary!

Address for QI answers, and anything else about Knightmare which you might want to share with me: eyeshield2002@hotmail.com

REMEMBER THIS?

Series 5/6. Level 1.

WOLFENDEN

I think it was a very interesting idea to introduce this typical medieval village into the programme, as the dimensions of the Dungeon stretched out into the surrounding countryside. It gave us a chance to see peasants and traders going about their daily business, and to have the dungeoneers get involved in everyday village life (to a small degree) as part of their quest, which was certainly an interesting development for Knightmare as a whole, if not exactly satisfying to those who enjoyed the darker, Dungeon-bound days of the early series.

Even though I generally prefer the more enclosed atmosphere of the early days, I do like Wolfenden as a location, and I quite enjoy seeing the dungeoneers trading with Julius Scaramonger and Ah Wok, or popping into the Gateway Inn for a crust of bread and a spyglass sequence. The entire village is made up of buildings from the Weald and Downland Open Air Museum near Chichester in West Sussex, and the main "High Street" area of Wolfenden makes up the bulk of the museum's main focal area, so it is perfectly possible to walk down Wolfenden High Street yourself if you want to!

Even though we didn't see the village after series 6, the influence of Wolfenden was felt throughout the remainder of Knightmare's run. In series 7, the small town of Warlock (in the area of level one known as Grimdale) was introduced during Julie's quest, which immediately brought Wolfenden to mind, while in series 8, Lord Fear mentions Wolfenden High Street as a location in a game of Dungeon Monopoly that he is playing with Lissard.

ADVENTURE TIME

Season 2: Opposition Rising

By Andy Marshall & Ricky Temple

"Welcome, adventure seekers. Phase with us again as the time begins to turn, the fire burns and the challenge is issued once more. I, Treguard the Dungeon Master welcome you to Nightmare Castle, where adventure is at your fingertips. The first challenger is at the threshold, so... enter, stranger."

Reese was the first dungeoneer to brave the Dungeon in this new phase. His quest started in the Hall of Choice.

"Well, no great mystery here, team," Treguard said to the advisors. "You must merely choose the object of your quest - the Sword, the Shield, the Crown or the Cup. Choose now."

The advisors had a short discussion before directing Reese towards the door with the Shield symbol above it. Reese found himself in the level one clue room. Upon the table was a green gem, a red gem, an orange, a bronze key and quill pen. The advisors instructed Reese to place the orange in his knapsack, which he did. Almost at the same time, the far wall started to change.

"Warning, team, this chamber is guarded, and you've just awoken its guardian."

The face of a wall monster appeared on the wall. It was a Cycloptic creature as it had only one huge eye in the centre of its face, which was now glaring at Reese.

"Stand still, thief... nothing may be gained or taken from my chamber that is not first earned."

"Caution, team, for many things have changed in the Dungeon since the last age of adventure, and this as yet nameless beast is a new arrival," Treguard

intoned ominously "But as a wall-dweller it is bound by the same laws that governed its predecessors, and it can be defeated with knowledge."

The wall monster regarded Reese some more and then spoke again.

"I, Gendora, shall test your worth. Three riddles I will give. One truth will pass you, two will gain you knowledge. Answer all three and you may command me... and goblins may fly!" it added with a sneer. "Here is my first. Violet, indigo, blue and green, yellow, orange and red; these are the colours you have seen after the storm has fled. What am I?"

The advisors conferred for a few moments and then relayed their answer to Reese.

"Rainbow," he said confidently.

"Truth accepted," Gendora intoned. "Take one out and scratch my head, I am now black but once was red. What am I?"

The advisors conferred but were unable to come up with a single answer.

"An answer - an answer NOW!" Gendora demanded.

The advisors could not think of one, but then Reese had a brainwave.

"A match," he said.

"Truth accepted. Almost everyone sees me without noticing me, for what is beyond is what he or she seeks. What am I?"

Again the advisors conferred and delivered their chosen answer to Reese.

"A window," he responded.

"Truth accepted. Three is the score, you may know more. One is payment... the other unlocks your way to level two."

"Remember, with a perfect score you can command him and he must answer you, team," Treguard advised.

"I command you!" Reese called out.

"Hmm, very well," Gendora said sourly. "The key cannot unlock the lock that blocks your path. Now, stone I was and stone I become once more."

The face of Gendora disappeared back into the wall. The advisors debated the clues and decided to take both the red gem and the green gem, leaving the quill and the key. They then directed Reese out of the room, into a long corridor with a door at the far end, two doors on the left-hand side, and one on the right. However, in the archways of all the doors on the left and right of the corridor were giant spectral scorpions, lashing their deadly tails.

"Timing and speed are needed here, team," Treguard mused, as he observed the situation.

The advisors watched the scorpions for a few moments, trying to find the pattern of their tail strikes. Once they were sure they had it, they started to direct Reese to the exit. They got past the first two scorpions without trouble, but they mistimed the third one and Reese took a hit.

"Life force damage sustained, team... be thankful these creatures' venom is not more potent, or your quest may have been over," Treguard admonished.

Reese passed through the exit and found himself in the throne room of Queen Kalina, the self-proclaimed ruler of level one.

"Ah, but here's a familiar face," Treguard chuckled. "It just goes to show that though things change in the Dungeon realm, some things always remain the same. It seems Queen Kalina has managed to regain her 'throne' as the ruler of level one since her unfortunate run-in with the Opposition at the close of the last phase."

As Kalina looked at Reese, the advisors suggested he greet her.

"Hello," he said.

Kalina looked at him sourly. "Is that how you address someone of royal statute in your realm?" she said haughtily.

"My apologies, Your Majesty," Reese quickly said, to try and rectify his mistake.

"Hmm, that's somewhat more like it," Kalina said. "You may approach my throne, dungeoneer."

She stood up. Reese's advisors guided him to the throne, until Kalina told him to stop.

"That is close enough. What is your quest, dungeoneer?"

"I quest for the Shield," Reese responded.

"Oh, how fortunate... that means your path will take you through the town of Wolfenden, which now resides at the start of level two, due to the recent phase shift, and that means you are able to render unto me a service. If you agree to do so, I will grant you both some magic and some information. Does this deal strike you as agreeable, dungeoneer?"

The advisors quickly told Reese to agree to the deal.

Kalina smiled. "Very well. I wish for you to retrieve a certain artefact for me in the town, a silver brooch in the shape of a dragon. When you have the brooch, call my name three times and I shall appear. Now, for your payment... first I grant you the spell CRACK, and it is an offensive spell. As for the information..."

Queen Kalina elegantly reached down beside her throne and produced a spyglass. "Use it only when you are away from my throne room. Now, leave me."

The advisors directed Reese out of the throne room, into a plain and empty

room. Reese held the spyglass in front of the eye shield. The image of Lord Fear and Lissard in the throne room of Marblehead appeared.

"Lordness, a new season has begun," Lissard reported to his master.

"Yes, thank you Lissard, I am well aware of that fact," Lord Fear snapped. "And it couldn't have come at a worse time..."

"Lordness?"

"Oh, think, you tuna-breathed moron!" Lord Fear bellowed. "Mogdred has been removed but there are still elements of the old regime lurking about in the Dungeon which may decide to aid the dungeoneers in order to get back at us for usurping their power... Malice is still at large somewhere, and if my spies are correct in what they tell me she's started studying the green magic of the Cornish wizards, and that could hamper my plans..."

Just then a loud, shrill noise echoed through Lord Fear's throne room.

"Ah, speaking of dungeoneers, one of the little horrors is spying on us, it seems... well, let's just see how he likes this!"

Lord Fear began casting a spell as the advisors yelled at Reese to put the spyglass down. Reese dropped the spyglass but before he could move, a lightning bolt struck the floor ahead of him and the towering form of a hobgoblin appeared in front of him. It leered at him for a few moments and then began to raise its club.

"Quickly, team, only magic can save you!" Treguard instructed.

One of the advisors began spellcasting, "C-R-A-C-K!"

There was a deafening crack and the floor underneath the hobgoblin cracked open. It fell shrieking into the pit that had opened up beneath its feet. The advisors breathed a sigh of relief, dispelled the spell to restore the floor, and quickly guided Reese out of the room. They found themselves next in the room with the doorway to Smirkenorff's nesting ledge. There

was a loaf of bread on the floor.

"The end of level one, team, but it seems there's no one around to open the door for you," Treguard mused.

The advisors guided Reese over to the food, which he placed in his knapsack; they then began debating what they should do about the door. As they did this, the figure of Malice appeared in the room.

"Warning, team, this is the witch called Malice that Lord Fear spoke of, and while she's no friend of his she's also no friend of the Powers That Be, so tread with care," Treguard warned.

Malice looked at the dungeoneer. She smirked and began laughing. "Hahahahaha! And what, pray tell, is this? A dungeoneer questing in the realm once more... well, dungeoneer, as you can see there is no way to open the door that leads to the Great Green Wyrms you call Smirkenorff, so it would appear your quest goes no further... unless you have something I might be interested in."

The advisors remembered what Lord Fear had said about Malice, and told Reese to offer her the green gem.

"I have this green gem which you might like," Reese said to the witch.

Malice looked at the gem and her eyes widened, while a smile appeared on her face.

"Yes, I think I might have a use for that... very well, dungeoneer, hand the gem to me... and I'll open the gate," she said in a silky manner, and held out her hand for the gem.

The advisors debated whether to make her open the gate first, but decided to give her the gem. Malice took the gem and stroked it.

"A deal's a deal, dungeoneer, but be forewarned - from here on I have no further interest in either the success or failure of your quest."

With this said, Malice used her magic to open the gate to Smirkenorff, before she walked out of the room. The advisors guided Reese onto the dragon's back.

"Humph, really, such manners! To think that you can just walk onto someone's back without so much as a by your leave," Smirky complained. "And I suppose you want a ride to level two as well, do you?"

"Yes please, sir," Reese said respectfully.

"Hmm, well, perhaps you do have some manners," Smirky conceded. "But what do you have in the way of payment?"

Reese showed him the red gem.

"Oh, a firestone... aye, most acceptable," Smirky said. "Very well, get into the saddle... and please place the firestone in the pouch provided."

With his advisors' help Reese did as he was told, then the great dragon flapped his wings and took to the sky, taking Reese towards level two.

VIRTUALLY INDISTINGUISHABLE

When Knightmare's eighth series came to an unexpectedly early conclusion in November 1994, its timeslot was inherited by a new show called Virtually Impossible, which really could have been subtitled *Knightmare: The Next Generation*. It was certainly no surprise to see that Tim Child and his friends at Broadsword were the ones responsible for the new show. At the time, I remember worrying that Virtually Impossible was intended to be some kind of permanent replacement for Knightmare, although as it turned out neither show was recommissioned.

Despite the fact that it had unceremoniously usurped Knightmare and cut its run short, I quite enjoyed Virtually Impossible, although obviously nowhere near as much as I'd enjoyed Knightmare. Recently I found an episode on YouTube, and watching it inspired me to write this article. Most of the observations I'm going to make are based on the content of that particular episode, although I will be digging into my own memory as well, which may not always be totally reliable!

Virtually Impossible ran from November 1994 to February 1995, and featured teams of four young gamers pitting their wits against the challenges of a computer-generated world. Sounds familiar, doesn't it? In this article, I am going to discuss some of the many similarities between Knightmare and Virtually Impossible, and then explain why the latter show was little more than a far inferior version of the former.

Despite the fact that there was nothing remotely medieval about its main location - Sim Station Alpha - the whole setup of Virtually Impossible was strikingly similar to that of Knightmare. A dungeoneer (or "Ranger") was sent into the gaming world, while the three "advisors" remained behind in Sim Station Alpha, along with the host, Codsby. Although a computer-generated fish was hardly a suitable replacement for Treguard, I was always quite impressed by Codsby's hosting skills. He always liked to get involved in the game with the team, offering advice and encouragement at times, very much like Treguard and his assistants. Interestingly enough, the same process that had been used to create the Brollachan (Virtual "V" Actor) was

used for Codsby.

As in Knightmare, the Ranger could incur life force damage during the games, which was healed by medi-kits rather than food items. The Ranger was also seen to interact with characters inside the game and improvise scenes with them, although the actors who played Cass and Qwerty were definitely not up to the standard of acting and improvising that Knightmare would have demanded, if you ask me! Another striking similarity between Knightmare and Virtually Impossible is that they were both very hard to win - I remember one winning team during the one series of Virtually Impossible. There may have been more (if so, I have forgotten about them) but if indeed there was only one, this works out as the same average as Knightmare winners - one per series!

One of the gaming locations in Virtually Impossible, Castle Ghastly, was strikingly reminiscent of the Knightmare Dungeon, albeit in pure VR form. It even had a dropping ceiling, bringing Doorkis's room to mind. The supernatural creatures that inhabited Castle Ghastly were obviously based on Knightmare creatures - toadiles were clearly based on toadadiles, while skullions were strikingly similar to skull ghosts and stormgeists. As they attacked, the skullions made the same noise as was used in Knightmare series 8 to signal the approach of Bhal-Shebah or a snapdragon. Other sound effects carried over from Knightmare included the "Bug Alert" noise, which had previously been used to signify that Nathan's glass globe had started glowing amber, and the noise of the Cyber Ports appearing and disappearing to carry the Ranger from one game zone to another, which was the same sound that Lord Fear's elevator platform in Marblehead made.

So, why should Tim Child and friends not have bothered making Virtually Impossible, and concentrated their efforts on Knightmare instead? Simply because the two are easily and directly comparable, and Knightmare is better in every sense of the word. Perhaps Virtually Impossible was a little ahead of its time - the VR was comparatively basic and perhaps not ready to carry an entire show. The virtual gaming worlds were not nearly so appealing as the extensive (and far more believable) fantasy world that Knightmare created, and so the new show could do nothing to recapture the unique atmosphere of the original, even though it was virtually identical in its basic

setup.

The main problem with *Virtually Impossible*, I feel, is that the viewer is doing nothing more than watching four people (or four geeks, if you prefer) playing a series of four computer games. With *Knightmare*, you were also watching people playing a game, but you could get into it with them and join in with their thought processes, rather than watching them endlessly tapping away at keyboards and joysticks. The dungeoneers always appeared to be walking through a tangible fantasy world, whereas the Ranger is obviously in a harness the whole time and is not undertaking a believable journey through different locations. When a dungeoneer picks up an item, he reaches out and actually physically picks it up, but when a Ranger does it, he clicks on it with his joystick and it disappears, which isn't nearly so nice to see.

Another big problem with *Virtually Impossible* is that its underlying premise is incredibly weak. As Codsby puts it, his mission is to prevent the bad guys (the Ice Woman and the Freeze) from taking over the plum factory... wtf?! It seems that Tim Child and friends decided that they could and would make *Virtually Impossible*, and worried about why later. What a shame that this time and effort wasn't spent on the eighth series of *Knightmare* - it certainly needed to be!

When you get right down to it, *Knightmare* and *Virtually Impossible* are pretty much the same thing. To make *Virtually Impossible*, they just stripped *Knightmare* down to its bare bones and rebuilt it in a far more modern style that pretty much misfired, which I think was rather a silly thing to do. What makes *Virtually Impossible* quite good is the fact that it is basically *Knightmare* by another name, but there's no way that it should ever have been considered as a replacement for the classic! Why change a winning configuration just for the sake of it, or because technology means that you can if you feel like it? On the whole, a bad decision, Tim.

So remember, *Knightmare* and its short-lived successor aren't just strikingly alike. They're... virtually indistinguishable!

PUZZLE PAGE ONE

Hidden Nightmare Characters

Here's an old favourite that shouldn't prove too taxing on the brain cells - find the Nightmare characters (and a couple of dragons) hidden within the following sentences!

- 1) The Mediterranean island that manufactured the largest ever fishing vessel is Sardinia.
- 2) My three kids are such fussy eaters - I have to feed Ern hamburgers, Perce kebabs, and Sid rissoles.
- 3) We're ready to set off, if Olly ever gets off that computer!
- 4) If you really want to remove that chewing gum, boil your trousers in sulphuric acid for ten minutes.
- 5) I'm missing Ian terribly!
- 6) Ah, my favourite broth - berry and old socks!
- 7) The two most searched-for celebrities on Wikipedia are former ATP tennis player Leander Paes, and Reg Grundy, the Australian media mogul.
- 8) The conditions at the daycare centre are terrible since the new boss took over - we get one less nap per day!
- 9) We used to have a goldfish, but Oskar killed it with kindness.
- 10) The experiment hasn't worked properly - the vital ion is missing!

CLASSIC QUEST

Series 2

Quest: The Crown.

Dungeoneer: Tony Butcher.

Advisors: Craig, Dean and Tony.

Home town: Ashford, Kent.

Team score: 5 out of 10.

This team followed hot on the heels of Nightmare's first ever winners, Mark Wickson and chums, and made a fair yet unremarkable stab at conquering the Dungeon themselves.

Level One: Unusually, the Wheel of Fate leads straight to the clue room, where Olgarth is on guard. Despite a commendable score of two out of three, Olgarth remains tight-lipped and tells Tony to find the maid to learn his quest. From the clue table, the team chooses a bar of silver and a bottle of ground bats' wings. A shuffle past the spectral scorpion leads to a choice of two doors, one bearing the symbol of a knight from a chess set, the other a pack of cards. By choosing the knight, this team becomes the first to attempt Combat Chess, which they complete with no major problems.

A roast chicken is grabbed with slightly less speed than would have been advisable in the room containing the Lion's Head and the Lasers, and then Tony arrives in Mildread's cave, where Gretel and Mildread are trying to concoct an everlasting beauty spell. Mildread uses Tony's bats' wings to change her cauldron into a wellway, before Gretel tells him that his quest is for the Crown, and that he is to have a spell called DOWN. Once Tony has descended via the wellway, Treguard informs the team that Mildread has fooled them by sending Tony into a monster's stomach instead of level two! They waste no time in casting the spell DOWN to escape... although surely it would have been preferable to go up!

Level Two: Tony lands in the usual first chamber of level two, but instead of Cedric and his insults, a solitary flagon is waiting for him. When Tony opens the flagon, an ethereal image of Merlin appears in the room. Merlin informs

the team that they will have to find him in person to gain his help: *"Look for me on rails, discover me in rocks."* - **Merlin**. This seems to imply that Bumptious and his mine are due to make an appearance, but unfortunately the team makes a fatal mistake before we get a chance to find out. In the clue room, Tony listens to the Oracle of Confusion, which tells him to pick up a scroll and a gauntlet from the table: *"Soap will cleanse but not the spirit. Accept the challenge. Take the word but do not read it."* - **Oracle of Confusion**. Unfortunately, the advisors misinterpret the creature's clues, and reject the gauntlet in favour of the soap.

In the Bridged Vale, Tony is forced to lie down on the bridge and reach over the side to collect a piece of the Crown, whilst being chased by the Automatum - tense moments indeed! A quick jaunt across the Mills of Doom leads to the chamber of the catacombite, where it becomes clear that the team is doomed: *"You needed the gauntlet to subdue this monster. It was the challenge you were told to accept, but of course you declined it! Now you must find what exit you may."* - **Treguard**. Forced to exit through the wrong door, the team arrives in an identical room, but this time the exits are all barred with portcullises. Mogdred's image appears in front of Tony and proclaims his imminent death in no uncertain terms, with one of Nightmare's best-loved quotes: *"Welcome to one of Mogdred's little playpens, dungeoneer. Play awhile... play forever!"* - **Mogdred**.

Summary: A somewhat average team and a somewhat average attempt, but at least they had a lot of fun!

CREATURE FEATURE

Series 2/3/4/6/7. Level 1/2/3.

WITCHES

The Knightmare Dungeon played host to several witches over the years. The first was Mildread in series 2, played with impressive gusto by Mary Miller. Her loathsome, slurping style is certainly very memorable, but her appearances that made the most impression on me were the ones where she would use another character's or advisor's voice and/or shape to try and trick the team into making a fatal error.

In series 3, Mrs Grimwold acted as a sort of replacement for Mildread. She was played in true pantomime style by a male actor, Tom Karol. Sometimes a potential help and sometimes a potential hindrance, dealings with Mrs Grimwold always demanded caution, although she was by far the least dangerous of the three members of the Grimwold family featured in this series. Mr Grimwold - her husband - was a savage ogre, and there was no reasoning with him, while the couple's two-headed dog - Festus - was apparently ever-ready to eat anything that moved, including (it is strongly suggested) Mrs Grimwold herself in the final episode of the series!

You could argue that another character from series 3 - Morghanna, played by Natasha Pope - was a witch too, as her Arthurian namesake is practically always referred to as such. However, Knightmare's particular take on the character seemed to indicate that she was more of a sorceress than a witch - certainly she was not a witch of the traditional old crone type, such as Mildread and Mrs Grimwold. Personally, I feel quite happy using either term to refer to this character, but you may have your own preference.

Series 4 also featured a witch - Mistress Goody, played by Erin Geraghty. She is possibly Knightmare's strangest ever character, as she only turned up towards the end of the series and didn't really do anything. Her main function seemed to be using her broomstick to sweep the room in which dungeoneers commonly made pacts with Hordriss and Malice - certainly that is all she does during Dickon's and Jeremy's quests. She has a slightly larger

role in Giles's, but there is still no obvious point to her - weird!

After taking a break during series 5, witches returned with a vengeance in series 6. The realm of Witch Haven had moved into Dungeon Dimensions, and took up a good deal of level two. An entire coven of witches lived here - presumably there were thirteen of them altogether, but we only got to know the names of three of them. These were: Heggatty, a small witch with a very annoying manner of speaking, played by Stephanie Hesp; Peggatty, a cackling crone who liked to fly around on her broomstick and throw fireballs at everyone; and Queen Greystagg, the leader of the coven. All three of these characters apparently thought of themselves as "sisters" to each other, although whether this was true in the literal sense, or just in the sense that they belonged to the same "sisterhood" of witches, is a subject that could be debated forever with no hope of resolution.

Greystagg was played by Iona Kennedy, and her tense relationship with Lord Fear was a major plot strand running through both series 6 and 7. Lord Fear spent most of series 6 trying to persuade Greystagg to sign an alliance with the Opposition, and when she finally refused he made her pay a hefty price. By the time series 7 rolled around, Lord Fear had totally destroyed Witch Haven with his techno-magic, leaving Greystagg furious and desperate for revenge. It would have been interesting to see this terse relationship continued into series 8, with Greystagg in a position of power sufficient to cause Lord Fear some problems - like Maldame was - but apparently we have Iona Kennedy's pregnancy, and the tightness of Greystagg's costume, to blame for this slight disappointment.

Fear Factor: 7 Even the friendliest witch is still a bit scary!

Killer Instinct: 4 Peggatty had quite a lot, and if you count Morghanna...

Gore Factor: 5 If only because of Mildread's warts!

Humanity: 10 All human at the most basic level, I'd have thought.

FOR DUNGEON AND DUNGEON MASTER

By Ricky Temple

Stiletta deactivated her spyglass once Drago had relayed the instructions and she had acknowledged and repeated them back to him accurately. She then began to devise a way in which she could be present in the antechamber; mentally she ran over just who was on guard duty that night alongside her. She smiled faintly; she had an idea that one of the guards was a rookie and she knew he was rather in awe of her. She was sure she could persuade him to trade places with her. Hurriedly she set off for the antechamber to find the guard and swap places.

Meanwhile, back on Dracher's estate and unaware of this series of duplicitous goings on, Rio Bolt was trying to placate and calm Zyssa Silverdale, who was not at all happy about Rio accepting Hubert Dracher's "invitation" to stay the night.

"Zyssa, I didn't really have much choice. To have turned down the invitation would have aroused suspicion and only caused us a lot of problems and tricky questions to answer."

"And what do you call this?" Zyssa shot back. "We're right in the heart of the web that this Opposition minion has spun for himself, and thereby in the eye of the storm should something occur, and without hope of backup or rescue."

"We're not going to be sticking around long enough for that to happen," Rio said firmly.

Zyssa looked at him blankly.

"Just because we accepted the invitation does not mean we are going to accept Mr Dracher's so-called hospitality for an extended period - we will be leaving tonight."

"But how?" Zyssa asked, stunned.

"Simple. We wait until the household has gone to bed, then you come to my room and, using these bed sheets, we shimmy out of the window. We'll make our way to the stables, collect our horses, unlatch the main gate and then ride like hellfire, not stopping 'til we're back at Dunshelm!"

Zyssa was taken aback by Rio's ability to think on his feet in such a situation; now she really did understand what Chief Ranger Calwain had meant when he called Rio "the best we have, and most likely the best we will EVER have."

"But won't they be suspicious if they hear me moving around after the house is quiet?" she quizzed.

Rio smiled at her. "No. After what you said about us being engaged, they'll just think you're too eager to wait until the wedding night."

"RIO!" Zyssa gasped as she blushed a deep red, but she couldn't help but smile at this insinuation, which in truth didn't offend her that much if at all, nor could she stop herself from gazing at the bed in the room for a few moments with a slight longing gleam in her eyes.

Rio led her to the door. "Now go on, Zyssa, get all your stuff packed up and be ready to come when the time is right."

Zyssa looked at Rio and returned his teasing smirk from a few moments ago.

"Oh, I will be, Rio... I will be," she said with a wink.

Now Rio had to stifle a laugh. "Get out of here, you little hussy. I need to contact Treguard and report."

His good-natured scolding caused Zyssa to stick her tongue out at him before she left. Rio turned his attention to the spyglass he had hidden in his bag. He went over and started to tune it in to the right frequency.

In Knightmare Castle, Stiletta had managed to swap places with the rookie guard and gain access to the antechamber with only minimal questioning. She had now positioned herself in a spot where she could covertly observe and

listen in to any and all conversations that Treguard engaged in. Treguard was impatiently drumming his fingers on the arm of his chair - Ranger Bolt had been due to report in nearly an hour ago. Just then the communication pool began to emit a low fizzing noise, and Treguard's attention was drawn to it. He rose from his chair.

"We are receiving your communication... please identify yourself."

The face of Rio Bolt appeared in the pool.

"Ah, Ranger Bolt," Treguard said grandly. "I hope you have good news to report."

As he spoke, Stiletta listened intently.

Rio bowed slightly to the Dungeon Master. "Good and bad, Dungeon Master. The good news is that the mission is complete - I have won the tournament... the bad news is that Ranger Silverdale and I have been forced into accepting a most 'gracious invite' from our host to stay the night."

Treguard looked solemnly at Rio's image.

"I see," he intoned. "What do you intend to do, Ranger?"

"We have worked out a plan to extract ourselves from this situation, Dungeon Master."

"Excellent, Ranger... I trust the money is also safe?"

At this Stiletta's ears really pricked up.

"It is, Dungeon Master. I've hidden it behind the panelling of the window frame."

Treguard nodded, so caught up in the conversation that he failed to notice Stiletta slinking back into the shadows.

"Very well, Ranger... I shall await your triumphant return."

Treguard ceased communication, However, elsewhere in Nightmare Castle, another was just starting

"I'm sorry, Rio," Stiletta said quietly, as she tuned her spyglass. "I do value your friendship, but love comes first. Drago, my love... Drago, come in... it's Stiletta. Golly, my love, I've got the information you seek... please respond..."

A few hours later, the estate was in near darkness and most of the household had already retired to bed. In their rooms, Rio and Zyssa were making ready to enact their escape... however, elsewhere on the estate, other plans were also beginning to unfold.

The grand garden that had played host to the tournament was now bathed in shadows, which danced on the grass in the pale moonlight... but two shadows moved with more definite purpose as they worked their way over to the house and pressed up against the wall. Drago Lestrade looked upwards at the window that Lady Mercury (once more disguised as Countess Mercurio) had identified as Rio's room, then back down at his diminutive accomplice for this caper, who grinned back at him with her normal childishly insane smile - to her, this was fun. Drago was carrying a rope over his shoulder, which he slid off and passed to Jan-Jan.

"You remember what to do?" he asked the semi-feral child.

Jan-Jan nodded eagerly. "Yes, Jan-Jan remembers. She shins up to that window, and does the thing with the thing, then throws it back down to Dra-Dra."

Drago looked at her. "You mean you open the window and tie the rope to something, then throw it back to me."

Jan-Jan frowned. "That what Jan-Jan just say."

Drago sighed, and stood slightly back to allow the urchin room to manoeuvre. Jan-Jan quickly began to scale the wall with very little trouble, and was soon

nearing the halfway point.

Up in the room, Rio was making the final preparations for his and Zyssa's escape. He'd packed the few belongings he had brought with him into a small travel knapsack, while his two crossbows were laid out on the bed. He looked at them, considering what to do with them.

"Best have them to hand in case Dracher's men try to stop us," he decided, and left them and their holsters out of the bag.

He was just about to go over and retrieve the gold from its hiding place when he heard a scraping noise coming from outside. He looked over at the window just as a small shadowy hand appeared on the windowsill. Thinking quickly, Rio dimmed the oil lamp and hid behind the wardrobe just opposite the window. He watched. Jan-Jan hoisted herself onto the windowsill, looked at the lock on the window, then reached into one of the many pockets of her waistcoat.

"Hmm, Jan-Jan thinks a Number Twelve is needed," she mused, as she brought out an odd looking wire tool.

She then proceeded to place it in the lock and jiggle it about for a few moments until there was a quiet but still audible click, and the window opened. Jan-Jan grinned, replaced the instrument and hopped inside. She scanned the room but couldn't see anyone. Removing the rope from her shoulder, she quickly tied it securely to the iron hook in the wall that was normally used to keep the curtain in place, and threw it back out of the window.

Rio observed all of this from his hiding place and, having already mentally identified the young feral urchin, he guessed what was going on.

"Seems Fire & Ice still has one more card to play," he thought, as he continued to wait and watch.

In a few moments, Jan-Jan's partner made it up the rope and into the room. Rio couldn't help but smile slightly.

"My old 'friend' Drago Lestrade," he mused to himself.

Drago, meanwhile, having satisfied himself that no one was around, made his way over to the panel Stiletta had told him of. Rio waited until both Drago and Jan-Jan had their backs to him before making his move. Slowly and stealthily he crept out from his hiding place and made his way towards the two would-be burglars. Drago was too engrossed in trying to remove the panel to notice Rio sneaking up on him... however, Jan-Jan's feline sixth sense alerted her to the movement behind her. She swung her head around and saw Rio.

"DRA-DRA!" she yelled, then hissed at Rio like a wild cat and jumped at him. This caught Rio off guard, but he stuck out his hands and managed to catch the wild child in his hands. He held her at arm's length as she continued to hiss and flail at him, her sharp nails aiming for his eyes. Rio couldn't bring himself to hit a child but he could see that Drago was coming towards him, so thinking quickly he threw Jan-Jan to one side, sending her sailing through the air. But Rio had been careful to throw her towards the bed, and she landed safely in the very middle of it.

Rio didn't have the time to really register this as he had to dodge Drago's oncoming fist. Thinking quickly, Rio hooked the thief's outstretched arm and pulled him forward and off balance. Drago stumbled forward and Rio, still with his arm hooked, sent him careering into the wardrobe face first.

As Drago staggered back, Rio grabbed him from behind and tried to wrestle him to the ground, but Drago swung round and this time it was Rio who crashed into the wardrobe. Rio, winded, let go of Drago and tried to catch his breath, but Drago hauled him up and landed two hard blows to his stomach.

Rio's lungs felt like they were on fire as all the air was forced out of his body, but he was able to register Drago swinging him round and rearing back to deliver a knockout blow. Reacting quickly he ducked, and as Drago's fist sailed over his head, Rio grabbed Drago's ankles and pulled him upwards, sending the renegade Airwan sailing headfirst up and over Rio to land in a

heap behind him.

Rio took the chance to catch his breath. It was at this point he noticed that Jan-Jan, having regained her bearings, had found his crossbows on the bed and was trying to aim one of them at him. Rio quickly got over to the bed and disarmed the urchin, who again hissed at him. Sighing, Rio scooped her up and took her over towards a coat rack beside the door, upon which he hung her. Jan-Jan screamed in rage and tried to unhook herself, while Rio turned his attention back to Drago, who was starting to get back up...

But then another scream rang out, only this one was that of a young woman, and was a scream of terror. Instinctively, Rio realised who it was.

"Zyssa!" he yelled, and forgetting about the two would-be thieves he bolted from the room, and ran down the corridor to Zyssa's room. He burst through the door. He just had time to take in the sight of Zyssa gagged with her hands bound behind her before a savage blow to the back of the head sent him into blackness.

"Ah, welcome back, Ranger Bolt." The smug voice cut through Rio's head as he slowly came round. He groggily opened his eyes and looked up into the gloating face of Hubert Dracher.

Rio grunted and looked around him. He was in, he assumed, the basement of the estate. Present with him were Dracher and six of his bodyguards. Then he saw a sight that made his blood both boil and run cold. Over in one corner of the basement were Vizar Galgen and his second, still wearing his armour, and they were tormenting Zyssa. She looked at him, her eyes showing absolute fear, seeking reassurance. Rio smiled at her, and then he looked back at Dracher.

"So, Dracher... what's on the itinerary for tonight's activities? Thumbscrews and hot coals?" he said defiantly.

Dracher just smiled. "Torture? To what purpose, Ranger Bolt? To find this, perhaps?" he sneered, holding up the coin purse. "No, Ranger Bolt. There will be no torture. You will be going back to Marblehead with Vizar over here, so

His Lordship can finish what he started with you... as for your friend over there..."

"You lay one finger on her, Dracher," Rio seethed, "and I'll make you pay for it."

Dracher laughed. "No, Ranger... there's no escape for you this time, and no one to help you."

Rio desperately tried to think up a plan when suddenly there was a loud bang behind him. Dracher looked up and Rio saw all the colour drain from his face.

"Guards!" he half yelled, half screamed.

His bodyguards started to draw their swords. There was a sound familiar to Rio's ears - the click of a crossbow firing pin six times in quick succession. The six guards dropped to the floor, stone dead. Vizar reached for his bow, but a harsh voice cut him off.

"Leave it right there, Black Grenadier, and you may just survive the night!"

Rio heard footsteps coming towards him from behind; he could see Dracher literally shrinking back into a corner. Two figures appeared on either side of Rio, and he was aware of a third behind him. He also thought he could see another two over keeping Vizar Galgen and his second under guard. Rio looked right and then left. He wasn't sure what to think - this may be a rescue or merely a short stay of execution, because his and Zyssa's rescuers were Vyrrian Wren and Leytan, the two most dangerous men in the realm, and two of the leaders of Fire & Ice.

"Whatever the Guild's paying you, I'll double it," Dracher almost pleaded.

The person behind Rio laughed. Rio recognised the velvety female laugh - it was Lady Mercury standing behind him.

"We don't do deals with double crossers or Opposition lackeys, and you my dear Hubert," she said in her Countess Mercurio voice, "are both."

"You'll sign your death warrants if you kill him, you mercenary scum!" Vizar Galgen seethed. "You think His Lordship will let you get away with killing one of his followers? He's already got your cards marked after that break-in on Marblehead you staged."

"We'll get round to you soon enough, Galgen," Leytan said. "First things first..."

Wren stepped forward. "Hubert Dracher, you are accused of embezzlement of Guild funds, of breaking the Oath of Loyalty to the Guild, of fraternising and giving aid to its enemies, and of High Treason and alliance to the Opposition... how do you plead?"

Dracher's shoulders slumped; he was a defeated man. "Guilty," he said softly.

Wren's left hand suddenly flicked out, there was a flash of steel, then Dracher made a horrible gurgling sound as the throwing knife pierced his neck. Then he collapsed to the floor, joining his bodyguards in death. The killers now turned their attention to Vizar Galgen and his second.

"As for you two..." Leytan never finished his sentence as Galgen's second suddenly tried to lunge at him, but he didn't get past Keno who, along with the now recovered Drago Lestrade, was keeping guard on the two to prevent them interfering. The second and the mute behemoth struggled for a second until Keno overpowered the second, and wrenched his helmet off.

"IT'S A SKELETRON!" Zyssa gasped, as the creature continued to struggle with Keno.

Grunting, Keno brought both his fists down on the shoulders of the beast and forced it down to its knees. He then grasped its skull between his hands and squeezed... there was the sound of breaking bone and the fizzle of technomagic. Keno released his vicelike grip and the destroyed skeletron crumpled into a heap, its skull crushed almost beyond recognition.

Leytan stepped forward and stood face to face with Vizar Galgen. "What

was it you said about not needing mechanical contraptions to prove your archery skills? Why don't you and I just put it to the test? Drago, give him his bow and one arrow."

Leytan stepped back a few paces, emptying his repeater crossbow of all but one bolt before laying it on the floor in front of him. Drago handed Galgen his bow, and placed an arrow on the floor in front of him.

Galgen and Leytan looked at each other, while everyone else in the room held their breath... time seemed to stand still. Then Galgen quickly dropped to his knees and retrieved the arrow. He placed it in his bow and looked up... he found himself looking down the barrel of Leytan's crossbow. He looked at Leytan... Leytan smiled slightly. Again time stood still, then Galgen made up his mind and tried to take aim with his bow.

Again there was the click of the crossbow firing pin, and a sound of breaking wood filled the air as the bolt shattered Galgen's bow. Galgen's eyes bulged and the destroyed bow fell from his hands. He looked down at his chest, out of which Leytan's deadly bolt was now protruding. He looked back up at Leytan, a slight trickle of blood dripping from his mouth, then slowly he pitched forward and crashed to the floor.

Leytan looked at the corpse for a few moments. "When a man with a bow meets a man with a crossbow.... the man with the bow is dead before he can even string his bow."

The group's attention now turned to Rio and Zyssa.

"So, what do we do with this pair?" Drago asked.

"For a start... we cut them loose," Leytan said.

Drago picked up one of the dead bodyguard's swords and began cutting Zyssa's bonds, while Wren used one of his silver-pommeled stilettos to cut Rio's. Rio got up slowly and cautiously. He eyed both Leytan and Wren suspiciously.

"Easy, handsome," Lady Mercury purred, coming up to Rio. "We're not going to hurt you." She ran a hand over his chest. "That would be a terrible waste of... such a very fine specimen of manliness."

Wren and Leytan both sighed and rolled their eyes.

"More importantly, though, we don't desire open hostilities with the Powers That Be," Wren quickly interjected.

Zyssa came over and protectively put a hand on Rio's arm.

"Thank you for your help," she said, in a tone that was sincerely grateful but laced with a trace of jealousy at the same time.

"We'll be leaving now," Rio said, "so if you'll just hand us the purse..."

Wren shook his head. "Sorry, Squire. You and your good Lady are most certainly allowed to leave, but that money belongs to the Assassin Guild."

Rio made to protest, but Lady Mercury cut him off.

"We have no quarrel with you two... and may I advise for both your sakes that you don't go trying to start one. And be forewarned... you are now both known to us. Now go."

Before Rio or Zyssa could protest, Lady Mercury raised the deep blue amulet she wore around her neck. It started glowing with a bright blue light. Rio and Zyssa couldn't turn their eyes from it; they became lost in the light... they suddenly felt very light-headed and dizzy and for a few seconds they had the sensation of flying, then everything went black.

The Fire & Ice crew looked at the spot where Rio and Zyssa had but a few moments ago been standing.

"I've teleported them to the outskirts of Wolfenden. They should be able to find their way back to Nightmare Castle from there," Lady Mercury said.

The gang took one last look around them at the carnage which they had, at the behest of the Guild, wrought on Hubert Dracher and his cronies. And then, taking the money with them, they too left the estate and faded into the night.

Rio awoke as the first beams of the morning sun hit his eyes. He sat up sharply and looked around him... he was lying in a field just outside Wolfenden town, and Zyssa was lying beside him. He reached over and gently shook her.

"Zyssa, wake up," he said.

She moaned softly. "Oh, that light..." Her eyes flickered open and she too sat up with a start. "What? Rio... where are we?" She looked around in confusion. "But Rio... the estate, Fire & Ice... I... What happened?"

"I'm guessing that Her Ladyship teleported us away so they could make good their escape with the money, and as for where we are... we're outside Wolfenden."

"What do we do now?" Zyssa asked.

"We get ourselves some fresh horses from one of the traders in Wolfenden and we ride to Knightmare Castle," Rio said, and that was exactly what they did.

They arrived at the gates of Knightmare Castle a little under an hour later, and were greeted by a sentry.

"Halt! Identify yourself or I'll jolly well skewer you!"

Rio smiled as he recognised the cut glass tones. "Rangers Rio Bolt and Zyssa Silverdale, Stiletta, reporting back from our mission in Bruin."

"Golly, I'm glad to see you both back safely, Rio," Stiletta smiled, as she sheathed her sword. "Was your mission successful?" she said, inwardly thanking the gods that no harm had come to them due to her own actions.

"Thanks, Stiletta... Yes it was successful. Hubert Dracher is no longer in the land of the living, though it wasn't easy what with Opposition and mercenaries... and unfortunately we didn't manage to get the money after all."

"Gosh, it sounds like fun. Shame about the money," the Warrior Thief grinned. "Anyway, Treguard said that I was to send you straight to him when you arrived."

Rio nodded and he and Zyssa entered the castle.

"I'll see your horses get tended to... you'd better get up to the antechamber," Stiletta said, as she watched the two head into the main building. "Sorry about costing you the money, Rio, but I knew they wouldn't hurt you..." she added in an inaudible whisper.

Rio and Zyssa were soon in the antechamber of Nightmare Castle, reporting to Treguard and Calwain.

"And that is all there is to report, sirs, other than to apologise once more for not recovering the money," Rio concluded.

Treguard, who had spent the whole report sitting and listening with a noncommittal expression on his face, laughed slightly and smiled. "Ranger, Dracher is dead... along with another Opposition agent... and both of you have returned safely. The money was always of secondary importance, so long as it hasn't got back into the hands of Lord Fear, so there is nothing to apologise for - you've both performed admirably, and successfully completed the mission you were assigned."

Rio and Zyssa both smiled. Rio then bowed while Zyssa curtsied. Treguard nodded, then Calwain stepped forward.

"I think you both deserve some time to rest after the trying experiences you have been through, so I'm granting you both two months of leave. Rest up, recover and get yourselves together, as I can assure you both we'll be

calling on your skills and abilities again."

Rio and Zyssa saluted Calwain and thanked him, before they departed the antechamber.

"Well," Rio said out in the corridor, "it's not always been fun, Zyssa... but I'm glad I had you by my side for it."

Zyssa smiled. "Thank you, Rio. I feel the same about having had you with me through it all."

Rio smiled. "So... any ideas how you intend to spend your leave?"

Zyssa smiled coyly. "Oh, there's this young man I rather like... I thought I might spend my leave... getting to know him a bit better."

"Oh?" Rio said, a bit downhearted. "I'm sorry, Zyssa, I didn't know you had a man in your life, or I wouldn't have flirted with you like I did."

Zyssa giggled. "I don't... at least, not yet," she said in a flirty voice, and put her arms around Rio. "I was meaning you... that is, if you want to get to know me better?"

Rio smiled and took Zyssa in his arms. He kissed her deeply and passionately on the lips. "I do, Zyssa," he said. "I want to get to know you really well."

Zyssa giggled. "I think I'm going to enjoy getting to know you, Rio Bolt," she said, before she kissed him back.

"My friends just call me Rio," Rio said.

He then led Zyssa out of Nightmare Castle and to the stables, where they both mounted his horse and set off back towards Rio's hut, to spend some quality time getting to know each other.

THE END

REMEMBER HIM?

Series 1/2. Level 1/2.

FOLLY

During the period in my life when series 1 and 2 were nothing more than vague, awe-inspiring memories, I always remembered that there had been a jester in these two series, and that he had worn red and green as opposed to Motley's red and yellow. When I finally got my hands on the early Nightmare books, I learned that his name was Folly. In this role, Alec Westwood performed many memorable scenes in the first two series, and I can see why the character stuck in my memory.

As has been discussed in TES many times before, Folly was a prime example of a traditional court fool, while Motley was very much a general entertainer whose jokes and quips didn't really hold any deeper meaning. In other words, although both characters can be accurately classified as jesters, only Folly is really a professional fool. I was forced to study Shakespeare's *King Lear* as part of my English A-level, and the character of the Fool reminded me a lot of Folly - he used his seemingly glib prattle to convey serious and important observations, exactly as Folly did in the Dungeon.

Yes, behind all the dodgy jokes and bad rhymes, Folly's words usually held vital information for the teams, in the form of both clues and spells. Think of Richard's team in series 1, who had to work out that Folly had given them a WELL spell amongst all his tricky riddling, and of Jamie's team in series 2, who had to pick out a clue about stepping on the Jack of Spades when the time came to Pick a Card. Folly always helped the teams through his professional prattle, and they had to listen carefully to pick up on what he was really telling them: *"There's more wisdom in foolish wit than ever you can imagine."* - **Folly**.

I think Folly's fun yet confusing nature makes him an interesting character whose appearances are always very satisfying to watch. He fitted nicely into the atmosphere of the first two series, and perhaps would have felt slightly out of place as the show developed if he had been allowed to stick around -

possibly he would have gone through something of a personality transplant, like Hordriss. Perhaps it is better, then, that Folly remains in the first two series, where he did a really good job!

KNIGHTMARE LOCATIONS

Chiltern Open Air Museum, Chalfont St Giles, Buckinghamshire

Location: Just outside Chalfont St Giles, Buckinghamshire.

AKA: Holmgarth.

Series featured in: 6.

These pictures were taken by me, Jake Collins, and scanned by Rosey Collins, in September 2008.

The roundhouse interior has changed slightly since Matt went inside to choose his level one clue objects. However, some familiar features are still discernable, such as the primitive iron-age oven, which is made of clay:





Next Issue: Back to Castle Rising.

THE AUDIO PLAY'S THE THING

The Fire & Ice Chronicles:

The notorious Fire & Ice Gang has increased in number since Ricky Temple gave us the lowdown on its members and their adventures a few issues ago. Here are all the details you need to know about the gang's four newest recruits. Remember, you can read the prose versions of the Fire & Ice Chronicles (audio plays will follow in due course, Ricky assures me) by visiting www.kmramdram.co.uk and following the links.

Caterina Angel: From one of the Mire World's "Old Families" Caterina Angel - the young Mire World heiress - is the Fire & Ice Gang's saboteur. She and her sister Gwendaler (Gwenda) were originally part of the Great Mire Rebellion, trying to depose Maldame and Lord Fear's rule. Trained as saboteurs, the girls were a thorn in the side of both tyrants until their capture by Maldame and a spell changed Gwenda into the form of a falcon. Now they are part of Fire & Ice, having escaped, fled the Mire World, and found shelter with the gang, who are close allies of the Rebellion.

Virgilio Iron-Blade: This young and somewhat mysterious Cornish tracker/poacher, known as "Gnawhide", acts as Fire & Ice's tracker. He was originally hired by law officials to track Fire & Ice down, in exchange for his poaching charges being dropped. After a long chase, both parties ended up gaining the other's respect, and Iron-Blade ended up joining Fire & Ice. He is an expert spear-thrower and has some knowledge of Cornish mysticism, which he can use to the gang's advantage. Of all the gang he is the most solitary, making only a few true friendships within the group, mainly Keno, Drago, Midnight and Leytan. Even then he tends to prefer, when possible, to work solo.

Temperance Warfield: The protégée of Leytan, this former member of the Opposition's elite forces "the Black Grenadiers" is Fire & Ice's long-range "sniper" due to her near-superhuman proficiency with a longbow. After Fire & Ice spared her life she fled the Opposition and hooked up with them, becoming Leytan's pupil so she could learn to be an honourable warrior like him. She is an emotional cripple due to the dehumanisation the Opposition put her through to the point that she can't even remember her real name -

Temperance Warfield is merely the name Leytan gave her. She is only a probationary member of Fire & Ice due to her past affiliation with the Opposition, which raises trust issues with the more anti-Opposition members like Wren and Stiletta.

Floyd "Jaygo Red" Trehain: Floyd Trehain, nicknamed "Jaygo Red" after the boat he was born on (his real name is Floyd Alexander Maximums Trehain) is the Fire & Ice gang's kidnap specialist and lock picker. He gained his reputation as one of the Knightmare realm's top criminals first as a burglar, before progressing to kidnap to cover his gambling debts - Jaygo is a gambling addict and is frequently in debt. He first encountered Fire & Ice when he was imprisoned for his crimes and found himself in the same cell as a member of the gang, whom he became good friends with. The gang took Floyd with them, recognising his skills as being useful to them, though his gambling habits have meant he is still regarded as a probationary member (like Temperance Warfield) until he can prove to be totally trustworthy.

Coming soon to *The Fire & Ice Chronicles: The Heart of a Dragon* (the story of Drago Lestrade) by Jake Collins.

Audio Plays:

There are so many fantastic Knightmare-inspired audio plays for you to enjoy over at www.kmramdram.co.uk and more are on the way! While you wait with bated breath for the long-awaited release of the epic *When Five Tribes Go to War* later this year, why not check out these three latest comedy sketches?

SIDRISS THE CONFUSED AND THE CHAMBER OF SECRETS (Released November 2009):

Written by **Jake Collins**, with some creative input from **Martin Odoni**.
Featuring **Jake Collins** as Hordriss and **Rosey Collins** as Sidriss.

This piece of comedy gold is designed to make you titter rather than guffaw, but try it and you might just derive some small amusement from it! Sidriss has made another mistake with her magic, and as usual she looks to her father for help. But when Hordriss casts a strangely familiar spell to sort out the problem, Sidriss uncovers a series of incredible secrets about

her father's career as a writer.

YES, DUNGEON MASTER: BLUE BALLS (Released December 2009):

Written by **Martin Odoni**.

Featuring **Russell Odoni** as Treguard Myatt, **Jake Collins** as Sir Hordriss T Appleby, and **Andy Marshall** as Bernard Folly.

It would have been nothing short of a crime if *Yes, Dungeon Master* had not spawned a sequel, and here it is! Join those two humble Dungeon retainers, Sir Hordriss T Appleby and Bernard Folly, as they use their political skills to tie the new Dungeon Master in knots once again, and persuade him to take a lengthy yet completely unnecessary trip to Ancient Greece.

SIDRISS THE CONFUSED AND THE DEATHLY HALLOWS (Released January 2010):

Sketch outline by **Jake Collins**; dialogue improvised by the Players.

Featuring **Jake Collins** as Hordriss and **Rosey Collins** as Sidriss.

Make sure you don't listen to this one before you've listened to *Sidriss the Confused and the Chamber of Secrets*! After writing and performing said masterpiece, I realised that it was just begging for a short but hard-hitting sequel, and this is it! In deference to the improvised scenes between dungeoneers and Nightmare characters that we all love so much, Rosey and I improvise a scene between Hordriss and Sidriss as they discuss the plot outline for their latest novel. Look out for the strikingly overt nod to '80s children's cartoons, and be assured that it's really meant to sound that cheesy!

So, you're still in two minds about whether to head over to www.kmramdram.co.uk and listen to these audio plays, are you? After a sneaky peak before you commit to anything, hmm? Well, just for you indecisive ones, here is a special treat - below you can read the script for *Sidriss the Confused and the Chamber of Secrets* in its entirety. It goes without saying that if you read the script here, nothing about the sketch will really surprise you when you do go and listen to it, so be warned - if you don't want to spoil the surprise, listen to the audio play first! (Actually, there are a couple of extra lines in the play that aren't in this script, but

still...) If, however, you want to see exactly what you're letting yourself in for first, read on...

**Sidriss the Confused and the Chamber of Secrets:
Third Draft.**

By Jake Collins, with creative input from Martin Odoni.

Scene 1: Hordriss's study.

Door opens and footsteps rush into the room.

Sidriss:

Oh, Daddy, thank goodness you're here! I need your help!

Hordriss:

What ails you, my child?

Sidriss:

You won't believe what I've done this time!

Hordriss:

That remains to be seen, my dearest. Pray, tell me of your latest predicament.

Sidriss:

Well, I was trying to cast a spell on my jewellery box, to keep anyone from stealing anything from it, and now it won't open!

Hordriss:

An admirable achievement on your part, Sidriss. Perhaps there is hope for you yet.

Sidriss:

Yes, but I can't get it open myself! What's the good of protecting my most personal valuables from thieves if *I* can't get at them? Oh dear, I can be such a silly sometimes!

Hordriss:

Yes, my dear, but we all make mistakes, don't we? Fear not - I shall flex my proverbial muscles once more to extricate you from the viscous quagmire of unintended error.

Sidriss:

In other words, you'll help me, right?

Hordriss:

Um, yes... I shall open your jewellery box for you.

Sidriss:

Oh, thank you Daddy.

Hordriss:

I shall take it forthwith to my private chambers, where I shall use my awesome powers of magic to force the casket to allow us access to its innermost recesses.

Sidriss:

That's wonderful, Daddy, but... well, do you mind if I ask you a question?

Hordriss:

Please feel free to do so, fruit of my overactive loins.

Sidriss:

It's just that... why do you... what I want to know is... well, I suppose what I'm trying to say...

Hordriss:

Come on, girl, spit it out!

Sidriss:

Why do you always go into your private chambers before you cast a spell?

Whenever I come to you to ask for help, you always take the thing I've messed up off to your room, and then come back a few minutes later with

everything sorted out.

Hordriss:

I do indeed. Is this not always your wish, my dear?

Sidriss:

Well, yes, but why don't you ever use any magic in front of me? It just seems a bit strange that you always go off and do it by yourself.

Hordriss:

Sidriss, the magics that I am forced to employ on an alarmingly regular basis for the sole purpose of rectifying your mistakes are far too powerful for the likes of you to witness! Despite your recent improvements, you are still nothing more than a children's conjurer compared to me! Would you willingly risk your very soul by witnessing the full extent of my power?

Sidriss:

Well, I suppose not, when you put it like that... but it's just that I thought you might have some sort of... secret.

Hordriss:

The secrets of my powers are not for you to worry about, my daughter. They are mine to know, and mine alone! Now, you wait here for me like a good girl, and I'll be back in a few minutes with your open jewellery box in hand.

Sidriss:

Very well, Father.

Sound of Hordriss's chair scraping, followed by slow, heavy footsteps gradually fading away.

Sidriss:

Hmm, I wonder...

Sound of lighter, quicker footsteps as Sidriss follows.

Scene 2: Hordriss's private chambers.

Hordriss:
Alohomora!

Magical sound.

Sidriss:
Daddy!

Hordriss:
Argh, Sidriss! Carras-carrom, what are you doing here?

Sidriss:
What was that spell you just did?

Hordriss:
Um, well... here is your jewellery box, my dear, all opened up and ready for...

Sidriss:
Daddy, what was that spell you just did?

Hordriss:
Er, it was... that really is a beautiful tiara you have there, my dearest; why don't you wear it to next week's...

Sidriss:
Tell me what that spell was, Daddy!

Hordriss:
Sidriss, I told you not to interfere in these matters, and as your father I expect to be obeyed!

Sidriss:
You can't fob me off with that old guff like you did when I was twelve! I want to know what that spell was, and I'm not leaving this room until...

Hordriss:

All right, my dear, don't take on so. It was just a simple unlocking spell.

Sidriss:

Yes, I know it was - I've read about it.

Hordriss:

Well, Sidriss, your recent diligence and devotion to your studies is something you should be very...

Sidriss:

But it's not a real spell - I've read about it in *Harry Potter*!

Hordriss:

Yes, well... don't let on, my dear, but it is a real spell actually. A lot of the spells in *Harry Potter* are real... almost all of them, in fact.

Sidriss:

Really? Did some kind of sorcerer read the books and then find a way to make all those imaginary spells real?

Hordriss:

No, Sidriss - the spells were already real when the books were published. They are very ancient and virtually unknown in these modern times, but the magic in those books existed many aeons before JK Rowling sat on a train and saw someone reading Jill Murphy's *The Worst Witch* before deciding to rip it off on an epic scale.

Sidriss:

So what are you saying, Daddy? How could JK Rowling have knowledge of these ancient spells? Is she actually some kind of... sorcerer?

Hordriss:

Yes, my dear, she is - one of the very few sorcerers left alive who has knowledge of these ancient incantations.

Sidriss:

Just how many sorcerers are in this select group?

Hordriss:

One.

Sidriss:

One? You mean one and JK Rowling?

Hordriss:

No, my child. I mean one *including* JK Rowling.

Sidriss:

But Daddy... *you* have knowledge of these ancient spells!

Hordriss:

I do.

Sidriss:

But Daddy, you can't mean... you can't really mean... that you *are* JK Rowling?

Hordriss:

I cannot deny the truth any longer. Yes, Sidriss, I - Hordriss the Confuser - am JK Rowling!

Sidriss:

But... but... that's impossible!

Hordriss:

You doubt my word? Your insolence is almost intolerable, Sidriss! You surely know that I have many names - Hordriss the Confuser is just the one the Druids gave me.

Sidriss:

So... so you're the one who ripped off *The Worst Witch*, then!

Hordriss:

I did no such thing! I grant you, there are certain similarities in the basic

premise, but *my* characters are fully fleshed out and developed in a realistic and compelling fashion, unlike certain other people's!

Sidriss:

But... but... I still don't understand any of this!

Hordriss:

It's very simple, my dear. The epic story of Harry Potter is one that I felt needed to be told. I had no idea it was going to become so popular, but if those millions of enthralled Muggles want to give me all their hard-earned money... well, who am I to object?

Sidriss:

I can't believe you didn't tell me about this, Daddy! If you're so super rich, why did you tell me last week that we couldn't afford that new Versace dress and bodice combo that I loved so much?

Hordriss:

I stand by my efforts to curb your commercial over-enthusiasm... but perhaps I was a little hasty in making that particular decision.

Sidriss:

Does that mean we can go shopping again at the weekend, then?

Hordriss:

Well, I don't know about that, Sidriss. I have so many important matters to attend to...

Sidriss:

Well, seeing as you're so busy, you could always just give me your credit card and I could go with Motley.

Hordriss:

As it happens, I believe I may have a window in my schedule this Saturday...

Sidriss:

Oh, jolly good... I still can't believe this, though - where did you get all your

ideas for the stories?

Hordriss:

Many of them come from personal experience.

Sidriss:

Oh, is Voldemort based on Mogdred or something?

Hordriss:

Oh no, I just made him up... but I and my chums often used to play Quidditch as youngsters. I can still remember zooming through the air with that Golden Snitch in my sights, feeling that incomparable rush of adrenalin...

Sidriss:

You played Seeker, then, did you?

Hordriss:

Naturally. I did so enjoy being the one with the power to win or lose the game in my hands...

Sidriss:

Yes, that doesn't altogether surprise me. So... so Harry Potter is actually you, is he?

Hordriss:

In many ways, yes, he is.

Sidriss:

(Giggles) I'm sorry, Daddy, but I just can't see it.

Hordriss:

Yes, well, be that as it may...

Sidriss:

Why didn't you call him Hordy Potter? *(Giggles)*

Hordriss:

I did consider it, but I thought the name 'Harry' would lend me more anonymity.

Sidriss:

So you really are JK Rowling... But how did you manage to get published? It really is a very competitive market, I hear.

Hordriss:

Well, I did have a certain amount of experience in the writing business. I expect you know *Rentaghost*, don't you?

Sidriss:

Um, vaguely.

Hordriss:

I was one of the chief writers for that show. I based one of the characters on Treguard's old jester, Folly... the two were virtually indistinguishable, actually!

Sidriss:

In that case, I'm surprised CBBC didn't object when CITV appeared to have stolen one of their characters a few years later.

Hordriss:

My dear girl, why on Earth would they do that? What TV channel in its right mind would want to publicly claim responsibility for such an annoying character? Such an act would hardly lend them weight in the credibility stakes, would it?

Sidriss:

I suppose not. Did you ever write anything else for TV, then?

Hordriss:

I did a bit of work for CITV in the '90s. Do you remember *Terror Towers*?

Sidriss:

Oh yes, I liked that show! Were you the one who came up with the idea to

have the host dress up as his dead relatives to introduce the games?
(Giggles) That was funny!

Hordriss:

Um, no, that wasn't my idea... but I did come up with the bit about the losing team having to remain guests at Terror Towers forever!

Sidriss:

Oh, great...

Hordriss:

A lot of people really enjoyed that line, you know!

Sidriss:

Yes, I'm sure they did.

Hordriss:

I did a bit of *Fun House* too! That part where the twins go, (puts on silly high voice) "*We got one, two, free, four! Yeah!*" That was one of mine.

Sidriss:

Daddy, I don't think you can really claim responsibility for a line that consists entirely of someone counting out loud. That doesn't really fall under the category of scripted lines... it falls more under the category of counting out loud, I'd have thought.

Hordriss:

Would you indeed? Perhaps you are not so well versed in TV knowhow as you appear to imagine, my hypercritical offspring! Six weeks it took me to come up with that line, and even then I was asked to do four rewrites...

Sidriss:

Okay, Daddy, I believe you! Please calm down - remember your blood pressure.

Hordriss:

And you know that cock crow they used for the Power Prize sound? I did

that! Seven hours I sat in front of that microphone until I managed to come out with something they were happy with!

Sidriss:

All right, Daddy, that's really all I need to know!

Hordriss:

But you haven't heard the best bit yet - even now, the BBC are on the verge of offering me my own show! It's going to be an early evening chat and human interest sort of setup - I'm thinking of suggesting that it be called 'The *One Show*'.

Sidriss:

Well, Daddy, your TV credits certainly are impressive. But let's talk about Harry Potter some more - there's still so much I want to know.

Hordriss:

Ah yes, Harry Potter... my crowning glory, my magnum opus. All my other work pales into insignificance in comparison. What further questions are burning inside your oh-so-curious mind, my child?

Sidriss:

Well, I have several, Father, but I suppose the most pressing one is... do you actually know how to spell 'hiccup'?

Hordriss:

Of course I do! It's not my fault that my copy-editor is an imbecile! I've had to countenance far too much editorial interference throughout my writing career, I don't mind telling you! Bloomsbury keep telling me to up the romance in my stories, but I'm not really comfortable with that particular element of the saga, to be honest with you.

Sidriss:

Mmm, I'd never have guessed.

Hordriss:

I still can't decide whether Harry should end up with Hermione or Ginny.

Sidriss:

Oh, Daddy, you can't make Harry and Hermione end up together. Their relationship isn't like that - they're best friends!

Hordriss:

Are you implying that I do not know the intricacies of my own work? Ron is Harry's best friend.

Sidriss:

No, Hermione is! She's the one who always sticks by him and supports him, and believes him about all the crazy stuff that happens to him - Ron doesn't!

Hordriss:

Yes, I suppose that's true. You think I should get Harry together with Ginny, then?

Sidriss:

Well, yes, if that's the only other option, although I'm not really sure that you've built up their relationship in quite the right way either.

Hordriss:

I know, I know, I'm terrible at that sort of thing! Hmm, it seems that you may have an even greater understanding of my work than I do, Sidriss - perhaps you might see your way clear to helping me out with the last two books.

Sidriss:

Yes, I suppose I might, but I want you to explain something to me first. These ancient spells that you've used for your books seem to be a lot easier to cast than the ones I've been studying - why didn't you ever tell me about them?

Hordriss:

You have already answered your own question, my dear. These incantations are so easy to invoke that any sorcerer can master them with very little trouble, even one who is not yet experienced enough to control them. Placing

these spells into your young hands would have been tantamount to placing a loaded shotgun in the hands of a curious toddler in the middle of a crowded shopping centre.

Sidriss:

I suppose I can't blame you for feeling that way, especially after what happened with that colour-blind bull I accidentally invoked at the Annual General Meeting of the Jesters' Guild.

Hordriss:

Yes, quite.

Sidriss:

But you could teach me the incantations now, couldn't you? You said yourself how much I've improved recently.

Hordriss:

Yes, I did say that... well, I suppose I could give you a crash course in Harry Potter spells, in return for your creative input...

Sidriss:

Excellent, we've got a deal, then!

Hordriss:

Yes... but you must make sure to keep this under your hat, Sidriss. No one must ever know that I... that *we* are JK Rowling.

Sidriss:

You can trust me, Father - I've a feeling that this is the beginning of a beautiful partnership!

I think it's worth noting here that all the audio plays are intended purely as fond parodies of their source material. They have never been and will never be used in any profit-making attempt - monetary or otherwise - and the performers fully acknowledge the copyrights of the creators of the featured characters. Hordriss the Confuser and Sidriss the Confused are the creations of Tim Child, while Harry Potter,

Hermione Granger, Ron Weasley, Ginny Weasley, Lord Voldemort and all elements of Quidditch are the creations of JK Rowling - the real one, I mean!

WHEN WE WERE VERY YOUNG

Pre-school TV Shows of the 1980s VI

By Gehn "Lex" Luthor

The Brollys (1990):

Narrated by David Shaw Parker of *P.C. Pinkerton* fame, the animated show *The Brollys* centred on a small boy called Harry who would have weather-related adventures in a weather-house that was inhabited by Mr. and Mrs. Brolly.

The beginning of every episode was identical, as in the case of *Bagpuss* - after the introductory music had finished, it was announced that Harry was in bed, under his patchwork quilt, trying to go to sleep. All the toys were in their usual places, and the weather-house was hanging on the wall. The Brollys themselves were the wooden figures who lived within the weather-house, and who would appear at their doorways according to what the weather was like outside. Mr. Brolly would appear on a wet day, while Mrs. Brolly would appear on a dry day. Anyway, while Harry was wondering what would happen if they both appeared at the same time, he would suddenly find himself at the entrance of the weather-house and see the Brollys moving freely around inside. At this juncture, the episode's title would be shown and the story would commence.

The very first episode, *Spring Time*, features Mr. Brolly trying to replace winter with spring, during which time he conjures up a timid yellow flower called Wilkins, and a small black thundercloud whose vocabulary consists of such words as "blippy" and "blop"... much like Fatilla, who also has roots in 1990 - coincidence or... These two individuals would become regular characters in subsequent episodes, often helping Harry during his adventures. Wilkins would usually be seen on a windowsill or on the doorstep, while the thundercloud inhabited Mrs. Brolly's bag, which contained a patchwork quilt that she would endlessly weave. The patches depicted such things as clouds and rain, but sometimes her magic would cause new patches to appear in order to advise Harry into a certain course of action.

The storylines in the later episodes would focus on a particular aspect of

weather, such as wind or rain, and would often involve Harry helping the Brollys with their work or assisting them in difficult situations. An example of this is when the Brollys are becalmed on the lake at the bottom of their garden and require Harry to bring about some wind so that they can get moving. Harry goes to the computer in the weather-house to seek advice, but ends up opening a jar that contains a whirlwind called Old Ferocious. The wind throws the weather-house into orbit and the only way back is for Harry to press the "Rocket" button on the computer. The computer itself can talk and is often argumentative and awkward, although it always obliges in the end. Its keyboard consists of "weather" keys (keys with pictures of rain, cloud, etc) as well as a face and a question mark and some random keys (such as the rocket) that appear as and when the situation demands.

My favourite character of the show would have to be Jack Frost, as he is perhaps one of the nastiest individuals ever to grace the lunchtime slot. He does such things as freeze the Brollys and hypnotise Harry, and it is not until the thundercloud comes and drops the quilt on him, thereby melting him, that his work is undone.

When such situations have been resolved, Harry wakes up and sees the weather outside, which is always related to the story, and then the episode ends. Exactly when this programme was shifted to the lunchtime slot I cannot say, although I am leaning towards 1992. It is definitely a worthy successor to the *See-Saw* programmes, as it retains the educational and entertaining aspects and maintains them throughout.

Educational Value = 5/5.

Entertainment Value = 5/5.

SuperTed (1983-1984):

When the subject of *See-Saw* and lunchtime programmes is raised, *SuperTed* is most definitely not the first programme that comes to mind. Indeed, until beginning my research for these articles, I had completely forgotten that it had ever been moved from its much more familiar late afternoon time to the *See-Saw* slot. This suggests to me that we were well into the '90s before this actually happened, by which time I was beginning to outgrow such programmes. Nevertheless, it certainly qualifies for a review, as it was a classic.

We all know the story of *SuperTed*. The scene is a teddy bear factory, and all is going smoothly until the machine finds a problem with one of the teddies and casts it down a chute into an old, dark storeroom. At that time, Spottyman (voiced by Jon Pertwee) from the planet Spot flies past in his rocket (as you do) and sees the abandoned teddy. He brings him to life with cosmic dust and takes to him to a cloud, where Mother Nature gives him some special medicine that gives him super powers. All he needs to do is say his secret magic word, which I do not recall ever being divulged.

Unlike Superman, who is referred to as Clark Kent during his "ordinary" life, the bear is called SuperTed throughout, whether in his space station awaiting distress calls, or in his treehouse in a garden. His friend Spottyman is a reliable ally, although he can be prone to bouts of ineptitude, doing such things as getting himself locked outside the space station when cleaning the windows.

Every superhero needs a nemesis, and SuperTed's comes in the form of the cowboy Texas Pete, who is always up to no good and is often the cause of the problems that SuperTed is required to solve. If my memory serves me correctly, in one of the thirty-seven episodes, Texas Pete bugs the space station in an attempt to hear SuperTed's magic word, although I do not recall if he actually succeeds and has a brief spell as "SuperTex" before being cut down to size by SuperTed (answers on a postcard, please). Tex is assisted by Bulk and Skeleton, both of whom conform very well to the stereotypical useless henchmen. Bulk is a large idiot and Skeleton is a dim - and also rather camp - skeleton, who often has accidents and ends up dismantled. As expected, these two tend to hinder Tex rather than help him.

One rather interesting point about *SuperTed* is that, on occasion, a story would be spread over multiple episodes, the first episodes ending with "To be continued..." Whenever this happened, Texas Pete would be looking certain of victory, but of course SuperTed would save the day "a week later" and everything would be hunky-dory. I do not recall any other lunchtime programmes being split in this way, although that does not necessarily mean that there were none.

I always found this programme to be rather entertaining. As far as the educational aspect goes, I have a really vague recollection of there being an episode about crossing the road which ended with SuperTed warning the viewers to take care because he cannot always be there to save them. Whether or not there were any other episodes like that is beyond my knowledge, which is why I have given the show an educational value of 4.

Educational Value = 4/5.

Entertainment Value = 5/5.

Jimbo and the Jet Set (1985-1986):

This is another programme which I have absolutely no recollection of ever seeing at lunchtime, so I am once again assuming that it made its transition thither from its late afternoon slot post-1992. As a result, perhaps this particular episode of *When We Very Young* will appeal more to the younger readers of TES.

Anyway, to business. *Jimbo and the Jet Set* was created, written and produced by Peter Maddocks and featured the voices of Peter Hawkins and Susan Sheridan - the same group of people involved in the previously reviewed *Family Ness*. Jimbo himself was a small, talking aeroplane who was always getting into scrapes, much to the exasperation of the airport's controller. As far as I can remember, the controller was never referred to by any other name than "Chief", so that is what I shall be calling him throughout this review. Chief was the stereotypical adult - always telling the "children" off and being a general killjoy. Such an attitude was not always unjustified, as Jimbo was rather accident-prone and mischievous. This is obvious from the end of the opening credits, as he flies over the airport control tower to the sound of breaking glass.

Twenty-five episodes of this show were made, all of which revolved around aeroplane-related themes. For that reason, alongside Jimbo were such incidental characters as Sammy Steps and Tommy Tow-Truck. These characters must have made a lasting impression on me, however, as I always think of them whenever I am at an airport (proving the educational value of proper children's programmes). Episodes that have stuck in my mind are *The Bermuda Triangle*, which involved Jimbo getting trapped in a triangle in the

sky, and *Jet Lag*, in which Jimbo gets ill after an uncomfortable flight. If my memory serves me correctly, his outline went wobbly and he constantly shook, and for a while, I thought that jet lag was a proper illness.

I cannot claim that this was one of my all-time favourite programmes, probably because, as I mentioned at the start, it was originally on during the late afternoon, at which time I would almost always be watching ITV. Only such programmes as *Hart Beat* would cause me to go out of my way to change the channel. However, it was an easy-going show that was definitely watchable and somewhat educational. Furthermore, its theme music was memorable and catchy, even though the name "Jimbo" was the only word to feature throughout, albeit repeated several times by various people and animals.

Educational Value = 2/5.

Entertainment Value = 4/5.

Stoppit and Tidyup (1987):

This rather strange show was created by Charles Mills and Terry Brain, who had previously made *The Trap Door*. Narrated by Terry Wogan, all thirteen episodes of *Stoppit and Tidyup* took place in the brightly coloured land of Do As You're Told, in which various characters lived. These characters were known by names that resembled remarks, commands or complaints that parents are accustomed to make to children: Comb Your Hair, Don't Do That, Go To Bed, and of course the Big Bad I Said No. Stoppit and Tidyup would appear in virtually all episodes and interact with whichever character the episode was centred on, and indeed named after.

So what did these characters actually look like? Well, in a style similar to that of the *Mr. Men*, some characters had very obvious physical features that related to their personalities. For example, Clean Your Teeth had an extremely large mouth that was full of shining white teeth, Comb Your Hair had a mop of ruffled hair, and Go And Play would wander around carrying a toy train. Of course, it would be rather difficult for such characters as Stoppit and Tidyup themselves to follow the same rule (what is a Stop It supposed to look like, after all?) so there was no real link between their names and appearances; Stoppit was a ball of red fluff and Tidyup was a tall, blue individual who (possibly significantly) wore a tie. Characters in this

programme could be further recognised by their own individual noises, although they are reported in the narrative to actually be speaking to each other.

Each episode would begin with the introduction of all the characters, who would walk (or fly) from the right to the left of the screen. After the last one had passed - the Big Bad I Said No, whom everyone else was afraid of - the featured individual would be shown and the story would begin. Perhaps surprisingly, given the names of the characters involved, there was no moral message conveyed in any episode, although this was, in my view, a good thing. The stories themselves were normally fairly decent, so long as one could tolerate the noises that the individuals were accustomed to make... and shame on anyone who couldn't, seeing as the episodes were only five minutes in duration! Storylines would normally feature a situation that needed resolving, often with the featured character playing a crucial rôle in the outcome.

It would be criminal to conclude this review without mentioning the theme music, as it is perhaps one of the most random "tunes" ever to accompany a children's programme. It is difficult to do it justice with words, but what it effectively amounted to was some random metallic hammering that was interspersed with the sounds of some of the characters. If I remember correctly, Tidyup's noise featured right at the end. It is difficult to say much more about it; one would need to hear it for oneself, although I am sure that it has etched itself into other people's brains just as it has mine.

Educational Value = 1/5.

Entertainment Value = 4/5.

KIDS' TV SHOWS I GREW UP WITH

Focus on: Dogtanian and the Three Muskehounds.

Original Broadcast Run: October 1981 - December 1981 (Spain), 1985 (UK).

UK TV Channel: BBC1.

Whoever had the idea to take Alexandre Dumas' tales of d'Artagnan and the Three Musketeers and adapt them into a cartoon featuring dogs instead of humans is a complete genius! (His name is Claudio Biern Boyd, in case you're wondering, and he was also the executive producer of the show.) Unaware that his father was once a Muskehound (or Musketeer as the script disappointingly calls the elite guards of the King of France, despite their canine nature and the title of the show) Dogtanian is very surprised to be summoned to Paris (from his small, provincial home town of Bearn) by Monsieur Treville, the Captain of the Muskehounds, to join up as a cadet. As the protagonist of the series, Dogtanian works really well. Not only is he brave and loyal and skilful and everything else a hero should be, he is also sweet and vulnerable and a bit clumsy and awkward, which makes him very easy to like and to laugh at.

Dogtanian's journey to Paris and the adventures he experiences there before becoming a full-fledged Muskehound form the compelling plot of this twenty-six part series, originally a Spanish cartoon that was subsequently dubbed into many different languages. The titular Three Muskehounds are - of course - Athos, Porthos and Aramis, all of whom Dogtanian befriends (in slightly unusual circumstances) soon after his arrival in Paris. Dogtanian and the Three Muskehounds get involved in many scrapes, most of which involve preventing the scheming Cardinal Richelieu (the main antagonist of the series) from taking advantage of the slightly foppish King Louis the Thirteenth, thereby increasing the unscrupulous Prime Minister's power over France.

Athos is very large and very strong, and likes his beer a bit too much, while Porthos is calm and gentlemanly, meaning that the names of these two characters were swapped during the process of turning book into screenplay, for reasons that no one has ever attempted to explain. Athos is highly

respected throughout Paris (and beyond) for his great strength and fighting ability, but he is one of those characters who ends up becoming (by the end of the second series, at least) little more than a stereotypical "fat oaf" with not much upstairs, which is a great shame because this completely deviates from the original characterisation. Aramis, meanwhile, is romantic and (as is shown prominently in the very early episodes) deeply religious, although he is just as ruthless and skilful in battle as his two friends when the occasion calls for it. Aramis has always been my favourite character, although I'm not really sure I could attempt to explain why this is.

The other main characters in the series are: Pip, a wise mouse whom Dogtanian relies on for advice, at least until he (rather disappointingly) becomes a complete joke character; Anne of Austria, the Queen of France, whose secret friendship with the Duke of Buckingham (the Prime Minister of England) is a scandal that Cardinal Richelieu is very keen to exploit for his own sinister purposes; Planchet, a large bear who becomes Dogtanian's servant; Sandy, a yellow horse who is past his prime, but whom Dogtanian is very fond of; Count Rochefort, Richelieu's right-hand man, who nonetheless values honour above all else and grows to respect Dogtanian a great deal; Captain Widemere, the bumbling commander of the Cardinal's Guards, who starts off as quite a devious character but soon becomes a complete joke; the Countess de Winter - commonly known as Milady - a very sexy cat, and the Cardinal's spy; and then, of course, there is Juliette.

Juliette (based on the character Constance Bonasieur from the book) is the Queen's Lady in Waiting, and the object of Dogtanian's amorous affections. There is nothing he wouldn't do for her, a fact that she exploits (somewhat unscrupulously, I think) to aid her in her often perilous duties as go-between for Queen Anne and the Duke of Buckingham. As the series progresses, Juliette grows to love Dogtanian as he loves her, and eventually (between the two series) they get married and have two children. I always enjoy watching scenes between Dogtanian and Juliette because they (very much like Esteban and Zia in *The Mysterious Cities of Gold*) obviously have these really intense, not entirely un-sexual feelings for each other, the extent of which can never be fully explored in a kids' show.

Juliette is the first person Dogtanian meets when he arrives in Paris. She

splashes him with voluminous amounts of water twice (first on the road with her coach, then by throwing a jugful out of an open window) and buys him a good sword as a present, which is particularly useful because he manages to break two other swords during the course of the first three episodes. Despite the fact that Juliette takes a while to admit that she is in love with Dogtanian, she obviously takes a shine to him straightaway, as she invites him to live in her uncle's house after she has soaked him with dirty water. Listening carefully to the dialogue of various scenes, it is possible to work out that Dogtanian is 18 and Juliette is about 22. Despite Pip's protestations about this slight age difference, the two really do make a great screen couple.

The first series is a brilliant piece of television in terms of plot, characterisation, style and animation, which is more than a little anime-ish. Dogtanian and the Three Muskehounds find themselves rescuing Juliette from the ever-cunning Count Rochefort, sailing to England to retrieve the Queen's diamond studs from the Duke of Buckingham, foiling Richelieu's attempts to have his own guards replace the Muskehounds as the King's official protectors, being shipwrecked and losing Dogtanian and Pip on a jungle island populated by murderous panthers (the series starts to wane a bit here, actually), capturing the notorious jewel thief the Blue Falcon, and travelling from France to Spain with a gift to secure peace between the two countries. At every turn, of course, Richelieu, Rochefort, Widemere and Milady would be there to put a spanner in the works. The Muskehounds would always win the day in the end, though, and Dogtanian had done more than enough by the end of the series (in the eyes of the King, the Queen, Monsieur Treville and everyone else) to earn his place as a Muskehound.

The series was repeated many, many times on CBBC, to the extent that the famous "One for all and all for one" theme tune became permanently ingrained in the brains of many young viewers. It was quite a surprise when, in 1991, CITV started showing a second series (entitled The Return of Dogtanian) which was rather different in style and substance. As well as being animated in a far more Western style, the series was severely dumbed down, containing far too much falling over and laughing at nothing, both of which had certainly been present towards the end of the first series, but not detrimentally so. Personally, I think this is a great shame, because The

Return of Dogtanian (set ten years later) could have been as good (or very nearly as good) as the original, if only it had been written and animated in the same style.

In terms of plot, The Return of Dogtanian is a very worthy and very coherent sequel. Pleasingly, it assumes that the viewer has a good knowledge of the first series, and nicely draws on established events and relationships. The very last Dogtanian plot ever, for example, involves Milady being paid to kidnap Fleur (Dogtanian and Juliette's daughter) which she agrees to do purely because of the animosity she feels towards Dogtanian from all those years ago, as they have really had no dealings in the second series up to that point. Sadly, however, the style and atmosphere of the original are just not there. A brilliant new antagonist - Count Beaujeux - is introduced, who is quite clearly more evil and ruthless than Richelieu could ever hope to be, but because of the dumbing down, he often looks a bit out of place in a very childish cartoon - a bit like if Darth Vader tried to steal Spot's ball, perhaps!

The vast majority of the characters from the first series returned, the notable exception being Count Rochefort. The decision to omit him was undoubtedly a good one, though, as (after the events of the first series) any further affiliation with Cardinal Richelieu would have been severely out of character. Richelieu himself became less of an antagonist and more of a clueless joke who was perpetually trying to find out (with absolutely no success) what was actually going on. Strangely, King Louis was now far less foppish, and became much more of a heroic protagonist than in the previous series. Juliette had become nothing more than a stay-at-home wife who was continually making supper, while Pip had got hold of a stupid wig (sometimes he loved it, sometimes he hated it) that provided many overlong and unfunny "comedy" moments.

Another problem was that, despite the fact that the characters had returned, the vast majority of the voice actors had not, and the new actors categorically failed (particularly in the cases of Dogtanian, Athos, Porthos and Aramis) to recapture the original characterisations, which is a great, great shame. Only Pip (who did some brilliant ad-libs in this series), Juliette, Treville and Widemere had the right voices, and none of them really got to

do anything very interesting. New characters included: Philippe and Fleur, Dogtanian and Juliette's two children; Monsieur Blancbec, the King's evil twin brother and the main antagonist for this series; and the aforementioned Count Beaujeux, Blancbec's main underling and by far the most interesting character of the second series.

This twenty-six part series was divided into several subplots of about four episodes each. The first involved Queen Anne calling Dogtanian and the Three Muskehounds (joy of joys, the script actually referred to them as such in this one!) back together to investigate the King's recent strange behaviour, the cause for which - as it turned out - was the fact that the King was not the King, but his evil twin brother Blancbec, who was keeping the real King prisoner in a monastery, his face hidden behind a golden muzzle - yes, that's a golden muzzle, not an iron mask! Eventually, after far too many episodes of not much happening, Dogtanian and the Three Muskehounds rescued him... although actually it was Pip who found the King, and did most of the work to rescue him!

Further adventures saw Dogtanian and friends seeking the help of an old magician when the King was poisoned by his evil brother, followed by an urgent mission to achieve peace between France and Bavaria, which Blancbec had messed up by insulting the visiting Duke. When that plan failed, Blancbec tried to make everyone in Normandy hate the King by conning the local noblemen into raising taxes in his name, which led to the appearance of Pedigreen Hood - champion archer and outlaw - and his band of followers, who robbed the tax collectors and returned the money to the poor, starving masses... yes, they nicked that idea from English folklore, didn't they! When Paris's most wealthy citizens started being robbed by the mysterious Black Rose Bandit, Dogtanian and the Muskehounds investigated again, and then when Blancbec decided to have his revenge on Dogtanian by paying Milady to kidnap Fleur, things got very serious indeed. As I said, there were some good storylines there, but the series never captured the style or feeling of the original. Shame.

Dogtanian and the Three Muskehounds is a very good show, and I've always enjoyed it a lot. Something I find particularly pleasing is the way the script always remembers that the characters are dogs (except Milady, of course,

who's a cat) and has them bark at each other in battle, use insults such as "cur" and "mongrel", exclaim "my snout!" rather than "my nose!", and wear muzzles instead of facemasks. The first series is nothing short of brilliance, and while the second is much less satisfying to watch, it should be praised for its merits as a surprisingly coherent sequel. If you're considering buying the series (either or both) on DVD, go ahead and do it - you really will enjoy it as much as you're hoping you might!

KIDS' TV SHOWS I DIDN'T GROW UP WITH...

But now enjoy!

By Ricky Temple

Count Duckula (1988-1993):

This cartoon following the (mis)adventures of a vegetarian vampire duck was in fact a spin-off from another of Cosgrove-Hall's famous cartoons, *Danger Mouse*, after the character of Count Duckula had made some appearances in that show. In these early appearances Duckula was a much darker character, as a fame-obsessed villain. The character (voiced by David Jason) proved popular with viewers and this spin-off show was the result.

The character was toned down with the evil/villainous elements being dropped, though his obsession with fame and wealth remained. However, the fact that in the opening credits Duckula's two minions/servants (Igor and "Nanny") are seen to be resurrecting the Count has led to some fan speculation that the Duckula in *Danger Mouse* was in fact a previous incarnation.

The opening credits (read by a narrator imitating the famous Horror star Vincent Price) describe the Counts of Duckula as "a dreadful dynasty" of vampire ducks, and explain that the latest reincarnation of the Count went wrong when Nanny mistakenly gave Igor a bottle of tomato ketchup instead of blood, resulting in the Count's rebirth as a vegetarian, more interested in sinking his fangs into carrots than necks.

Alongside Duckula, Igor and Nanny, other recurring characters included the cuckoo clock "bats" that would make jokes about the events in the show, and Duckula's recurring nemesis Dr Von Goosewing (a parody of Van Helsing, Dracula's constant foe) who refused to believe the current Count wasn't a danger like his ancestors.

The recurring themes of the stories were Duckula chasing fame and fortune, using Castle Duckula's ability to teleport and also time travel, to go all over the world and throughout History. Other themes were Igor's repeated attempts to turn him back into a real vampire, and Von Goosewing trying to

destroy the "evil" vampire duck.

Count Duckula was a show I would occasionally watch but was never a huge fan of, much preferring its parent show Danger Mouse. However, having rediscovered the show, first through the Digital cartoon channel Boomerang and then later the DVD release, I am now able to appreciate it for what it is - an entertaining show that can be seen as both a spin-off and a standalone show that can stand on its own merits.

The complete series of Count Duckula was released on DVD in three volumes, on 17th July 2006, 26th March 2007 and 3rd September 2007. A box-set of all three volumes was released on 27th October 2008.

The Mysterious Cities of Gold (1982-1983):

A Franco-Japanese animated children's adventure series (made by the same company that had earlier made Ulysses 31) based around and against the backdrop of the Spanish conquistadors' exploration/conquest of South America. It is a delicious and engaging mixture of real History, archaeology and science-fiction fantasy.

The main protagonists are the three children - the orphan Esteban, the young kidnapped Inca girl Zia, and Tao, the last descendant of the sunken empire of Mu (Heeva in the English dub). They are all searching for something - Zia for the family she was stolen away from, Tao for signs of his ancestors, and Esteban for his long-lost father.

They are accompanied by three Spanish explorers - the morally ambiguous Mendoza, who does at times act as a protector of the children and at other times is almost a hindrance to them, and his cohorts Sancho and Pedro, who are all motivated by the promise of finding gold in their ultimate destination - one of the legendary Seven Cities of Gold - though Mendoza does seem to be fond of the children. The antagonists of the series are two other conquistadors - Gomez and Gaspard - and then later the mutated Olmec civilisation.

The children discover that the Seven Cities were built by the Emperor of the Mu civilisation to try and stave off a global war, but his plan failed and

the resulting war destroyed both the empires of Mu and Atlantis, when "the weapons of the sun" (heavily hinted as being thermonuclear weapons) were used.

As the series goes on, the science-fiction elements come more to the fore; they had always been there with the inclusion of things like Esteban and Zia's Medallions of the Sun, and Tao's encyclopedia of his ancestors' technology, along with a golden jar that plays a key role in the climax of the series, then the sci-fi is upped with the introduction of the Olmecs as a sterile, mutated race of subhumans, and very advanced forms of technology such as the solar-powered flying machine the Golden Condor, one of the iconic images of the series.

The group do eventually find the City of Gold and Esteban finds his father, however the Olmecs take control of the city, resulting in the technology inside going into meltdown after the "cooling rod" (which is what Tao's jar was all along) is destroyed. Esteban's father sacrifices himself to stop the destruction of the world in the resulting Chernobyl-like disaster.

The series ends with Mendoza, Sancho and Pedro returning to Spain with gold they have salvaged from the city, while Esteban and his two friends set off across the Pacific to find the other six Cities of Gold.

The *Mysterious Cities of Gold* is the most recent of any of the shows mentioned in this three-part series that I have become a fan of, and was in fact the inspiration for the article. It had finished its broadcast run by the time I was watching this kind of cartoon, however I always remember hearing about this show, from things like Channel 4's Top 100 Kids' Shows, and the editor of this fanzine's writings. Eventually, after reading Jake's *Kids' TV Shows I Grew Up With* article on it, I decided to take the plunge, buy the DVD and watch it... and I thoroughly enjoyed it! (*Hooray, I managed to reach out and touch someone! - Jake.*)

Although it is a slow starting series, it is worth sticking with as it evolves into a thrilling and engaging adventure series. It left a huge impression on the fans of the show, to such an extent that to this day there is still a lot of clamour for a sequel series. (*Don't do it, please - it'll be crap! - Jake.*)

The *Mysterious Cities of Gold* was released on DVD throughout the UK on 23rd June 2008, having received an early exclusive release with HMV on 24th March 2008.

PUZZLE PAGE TWO

Weird Instructions

As I'm sure any advisor would tell you, dispensing good advice isn't always easy. These advisor quotes probably sounded a bit weird to the clueless dungeoneers that heard them. In each case, name the dungeoneer and work out what puzzle, obstacle or hazard the team is trying to overcome. (As ever, if you can name the individual advisor responsible for the quote off the top of your head then you know Nightmare even better than I do, which means you know it way too well!)

- 1) "Pretend you're swimming."
- 2) "When I say run, walk... run forwards."
- 3) "Try and say boo!"
- 4) "If you walk forward, you're gonna get impaled."
- 5) "I want you to half-pace fast-forward."
- 6) "Step over... some green leaves."
- 7) "Get in the cart, ask McGrew to push you, and then get in."
- 8) "Watch out, there's a tree."
- 9) "We'll tell you... sort of... just turn."
- 10) "Get your wand out and point it at her."

POETRY CORNER

We journey back to series 6 now to join Sumayya and friends... sorry about that!

Sumayya and her London gals
Took Sidriss as their best of pals.
When Lord Fear froze her to the spot,
A rescue mission was the plot.
Elita gave some good advice
To cross the causeway in a trice.
She said that Hordriss should be sought,
But only after spell was bought.
Soon Hordriss was brought up to speed,
And then Sumayya felt the need
To go to level two by air,
So Smirky kindly took her there.
The scroll said take the amber beads,
The team thought they'd have ruby needs.
Great balls of fire were left behind,
But soon the girls were in a bind,
For though Ridolfo liked their song,
A witch revealed that they'd gone wrong.
Without the password they were doomed
When Dreadnort's awesome presence loomed.
An arm, a leg, a horned head,
Whatever, they were surely dead!

PUZZLE ANSWERS

Hidden Nightmare Characters:

- 1) The Mediterranean island that manufactured the largest ever fishing vessel **is Sardinia**.
- 2) My three kids are such fussy eaters - I have to feed Ern hamburgers, Perce kebabs, and **Sid rissoles**.
- 3) We're ready to set off, **if Olly** ever gets off that computer!
- 4) If you really want to remove that chewing **gum**, **boil** your trousers in sulphuric acid for ten minutes.
- 5) I'm missing **Ian** terribly!
- 6) Ah, my favourite **broth - berry** and old socks!
- 7) The two most searched-for celebrities on Wikipedia are former ATP tennis player Leander **Paes**, **and Reg** Grundy, the Australian media mogul.
- 8) The conditions at the daycare centre are terrible since the new boss took over - we get one **less nap per** day!
- 9) We used to have a goldfish, but **Oskar** **killed** it with kindness.
- 10) The experiment hasn't worked properly - the **vital ion is** missing!

Weird Instructions:

- 1) Chris II. Summoning the Second Step in Merlin's room. Episode 316.
- 2) Simon II. The Hall of Spears. Episode 304.
- 3) Martin II. Scaring the Behemoth as a ghost. Episode 314.
- 4) Daniel "Danny" I. The Hall of Spears. Episode 105.
- 5) Barry. The Fire Room. Episode 714.
- 6) Vicky. Walking through the Forest of Dunn. Episode 409.
- 7) Ross. Getting a push down the mineshaft to level three. Episode 308.
- 8) Simon III. Meeting Oakley. Episode 408.
- 9) Jeremy. The Place of Choice (Spindizzy). Episode 413.
- 10) Daniel II. Freeing Maldame from Lord Fear's spell. Episode 803.